REYNARD PROPOSERS SORTED BY ORGANIZATION

Thayne Coffman **21st Century Technologies** tcoffman@21technologies.com **Virtual World research interest:** social and behavioral links between virtual and real life actions; social network analysis; communication analysis (both structural and semantic); behavioral pattern classification; spatial motion pattern analysis	Karyn Apfeldorf **Arete** kapfeldorf@arete.com
Chris Argenta **Applied Research Associates, Inc.** cargenta@ara.com **Virtual World research interest:** ARA is a large company with expertise and experience in a wide range of relevant technical areas. We design, develop and integrate defense systems that support target characterization; information exploitation; behavior modeling and analysis; multi-INT data	Christopher Rickman **Arete Associates** crickman@arete.com **Virtual World research interest:** Organizational networking infrastructure, collaboration, intelligence visualization, algorithm development and technical integration.
Katie Engel **Aptima, Inc.** kengel@aptima.com	Bryan Loyall **BAE Systems Advanced Information Technologies** bryan.loyall@baesystems.com
Matthew Puglisi **Aptima, Inc.** mpuglisi@aptima.com **Virtual World research interest:** Aptima is interested in researching and developing human performance measures in virtual worlds. This will allow the Intelligence Community to fully leverage the potential of virtual worlds as training tools.	Dana Moore **BBN Technologies** dana.moore@bbn.com **Virtual World research interest:** 3D structure from 2D video intercept. Mirror Worlds. Analytical co-navigation
W Eugene Proctor **Architecture Technology Corp** gproctor@atcorp-dc.com **Virtual World research interest:** distributed network protocols information assurance digital forensics	Matt Sarro **bridgeborn, Inc.** msarro@bridgeborn.com

Penelope Semrau
California State University, Los Angeles
psemrau@exchange.calstatela.edu
Virtual World research interest:
Examination of cultural differences (shared values, attitudes, and beliefs) and diverse roles in cultural groups. Examination of differences in gender roles. I have been teaching in world for past 2 years.

John Burwell
Forterra Systems
jburwell@forterrainc.com
Virtual World research interest:
Forterra develops a virtual world platform suitable for supporting commercial and national security applications.

Jaime Carbonell
Carnegie Mellon University
e.fink@cs.cmu.edu
Virtual World research interest:
Natural language processing, autonomous agents, learning, reasoning under uncertainty, automated data gathering, massive data analysis

Mark Riedl
Georgia Institute of Technology
riedl@cc.gatech.edu
Virtual World research interest:
Models of human cognition, storytelling, and social and cultural norms

Sean Guarino
Charles River Analytics Inc.
sguarino@cra.com
Virtual World research interest:
behavior analysis, behavior modeling, internet psychology, computer mediated communications, immersive training, applied artificial intelligence, social network analysis, virtual therapy

Lora Weiss
Georgia Tech
Lora.Weiss@gtri.gatech.edu
Virtual World research interest:
Game Engines For Complex, Dynamic Systems
Research Highlights:
– Enable Network Evaluation in Evolving Environments
– Rapidly Populate Scenarios w/ Dynamic and Disparate Entities
– Multiple Players Part of Single Game (MMP) – Avitars
– Provide Modul

Doug Lenat
Cycorp
lenat@cyc.com
Virtual World research interest:
(1) Producing and detecting avatar misinformation and misdirection;
(2) Engineering semantically deeper "minds" for NPCs

Elizabeth Whitaker
Georgia Tech Research Institute
betty.whitaker@gtri.gatech.edu
Virtual World research interest:
Human, Social, Cultural and Behavioral Modeling, Knowledge-based Learning and Reasoning

Peter Selfridge
consultant
pselfridge@hotmail.com
Virtual World research interest:
Automated social analysis; education; bots

Robert Schrag
Global InfoTek, Inc.
rschrag@globalinfotek.com

Eric Young
Dynamic Animation Systems
eyoung@d-a-s.com
Virtual World research interest:
Artificial Intelligence Programming

M. Layne Kalbfleisch
GMU
mkalbfle@gmu.edu
Virtual World research interest:
How people's level of expertise (cognitive and emotional) influences how they make use of and/or conduct themselves in virtual environments. I study nonverbal reasoning and the ways in which the environment influences this reasoning as a universal model

Kevin McCabe **GMU** kmccabe@gmu.edu **Virtual World research interest:** We currently have four islands in Second Life where we currently teach a course for undergraduates in the economics of the metaverse. We also do experimental economics research on these islands.	Doyle Weishar **i_SW corp** doyle@iswcorp.com
Gary Singer **Harris** gsinger@harris.com **Virtual World research interest:** Information management/knowledge management, content-based retrieval, service-oriented architecture (SOA), databases, and applications of computational models of cognitive processes. Seeking teaming with "soft science" researchers	Jeffrey Kim **INSER, University of Washington** jykim@u.washington.edu **Virtual World research interest:** Storytelling, Social Discord, Distributed Decision Making, Knowledge Sharing
Liam Mayron **Harris** lmayron@harris.com **Virtual World research interest:** Information management/knowledge management, content-based retrieval, service-oriented architecture (SOA), databases, and applications of computational models of cognitive processes	Thomas Eskridge **Institute for Human and Machine Cognition** teskridge@ihmc.us **Virtual World research interest:** Distributed, policy-based control and management of 1. contextually appropriate behavior of software agents in the virtual world, 2. coordination and cooperation of human-agent interactions, 3. interaction of agents with the virtual environment Reasoning
Michael Seifert **Honeywell** michael.seifert@honeywell.com	Bill Rivers **Integrated Training Solutions** wrivers@itsnc.net **Virtual World research interest:** Language and culture; analysis
Mike Daily **HRL Laboratories** mjdaily@hrl.com **Virtual World research interest:** rapid collection, behavior analysis	Dustin Best **IBG** dbest@biometricgroup.com **Virtual World research interest:** IBG offers products and services that empower clients to respond proactively to the offensive and defensive applications of Virtual Worlds. IBG is interested in collaborating with the Virtual Worlds community to provide our insight and improve our capabilities
Son Dao **HRL Laboratories** skdao@hrl.com **Virtual World research interest:** Data Mining and Behavior Analysis in Virtual World	Anil Varma **Industrial Artificial Intelligence Lab, GE Global Research** varma@crd.ge.com **Virtual World research interest:** Artificial Intelligence algorithms, predictive modeling, anomaly detection and optimization in large information environments.

Brian Dennis
Lockheed Martin ATL / ISX Laboratory
bdennis@atl.lmco.com
Virtual World research interest:
Researching the intersection of Virtual Worlds and Web based social media environments. The latter often provides a complementary channel to observe participants in the former.
Also interested in network based trust evaluation algorithms.

Kenneth Kaizer
Lattice, Inc.
kkaizer@latticeincorporated.com
Virtual World research interest:
Persistent Virtual Environments
Social and System Dynamics
Entity Artificial Intelligence

Stephen LeFevre
Intelligent Software Solutions Inc.
steve.lefevre@issinc.com
Virtual World research interest:
Modeling and Simulation

Kenneth Kisiel
Lockheed Martin
kenneth.w.kisiel@lmco.com
Virtual World research interest:
Working Through Synthetic Worlds

Brian Mennecke
Iowa State University
mennecke@bus.iastate.edu
Virtual World research interest:
Embodiment, presence, Avatar characteristics, virtual space, activity theory, communication patterns, latent communication, content analysis, linguistics, decision making, collaboration, MMOG, Second Life, Eve Online

Michelle Weihmann-Purcell
Lockheed Martin IS&GS
michelle.j.weihmann-purcell@lmco.com
Virtual World research interest:
avatar representation, ideology, degree of influence

Henri Hodara
L-3 PHOTONICS
henri.hodara@L-3com.com
Virtual World research interest:
Fusion of Data Mining with Social Sciences

Christopher Rouff
Lockheed Martin Advanced Technology Laboratories, ISX Lab
crouff@atl.lmco.com

James Bechtel
L-3 PHOTONICS
James.Bechtel@L-3Com.com
Virtual World research interest:
analysis and prediction

Ted Vera
Northrop Grumman
TED.VERA@ngc.com
Virtual World research interest:
Virtual World Development and Cultural Expertise

Andrew Hickl
Language Computer Corporation
andy@languagecomputer.com
Virtual World research interest:
natural language processing, recognition of unnecessarily imprecise/deceptive language, virtual worlds situational awareness, dialog, alias detection, sentiment detection, recognition of normative / non-normative behaviors

Brian Masterson
Northrop Grumman/Xetron
brian.masterson@ngc.com

Kari Kelton
NSI
kkelton@natlsec.com
Virtual World research interest:
Virtual worlds as social science laboratories

Nathan Carpenter
Pyxis Engineering LLC
nate.carpenter@pyxisengineering.com
Virtual World research interest:
Realtime processing of large volumes of user interaction data into analysis-ready information

Mark Conger
Northrop Grumman Aerospace Systems
mark.conger@ngc.com
Virtual World research interest:
Broad range of research and applied applications of Serious Games and Virtual Worlds. To date focus has been on internal applications for training, education and recruitment. As well as Department of Defense targeted applications such as warfighter mission

Alex Postnikov
Rockwell Collins
apostnik@rockwellcollins.com
Virtual World research interest:
Experimental Command and Control
Ad-hoc Multi-Modal Communications
Virtual Fleet Commander
Goal oriented structure detection
Meta-gaming. Breaking rules of the game

Holly Handley
Pacific Science & Engineering Group
hollyhandley@pacific-science.com
Virtual World research interest:
Our interest is the cultural research into possible differences in gaming behavior.

Thom McLean
Rockwell Collins, Inc.
almclean@rockwellcollins.com
Virtual World research interest:
Blended reality, transference of in-game behaviors to real-world, augmented relationships, multi-modal communications and networking, emergent organization and leadership, computational models for large scale environments.

Chris Poulin
Poulin Holdings, LLC
chris@poulinhugin.com
Virtual World research interest:
AI, Agents, Linguistic analysis, and Scalability.

Douglas Sackin
SAIC
DOUGLAS.M.SACKIN@saic.com
Virtual World research interest:
Behavioral and cultural analysis for virtual worlds, MMOs, and social networking platforms

Paul Thompson
Poulin Holdings, LLC / Dartmouth College
paul.thompson@dartmouth.edu
Virtual World research interest:
Linguistic analysis

Carl Symborski
Science Applications International Corporation
carl.w.symborski@saic.com
Virtual World research interest:
Virtual communities that span multiple virtual worlds.

Nick Yee
PARC
nicholas.yee@parc.com
Virtual World research interest:
MMO player motivations, fluidity of digitial self-representation, transformed social interaction, data-mining using server-side data, online surveys, experimental designs in immersive virtual reality

Rafael Alonso
SET
ralonso@setcorp.com
Virtual World research interest:
abstract and mirror worlds, authoring behaviors

Jonathan Whetzel **Sandia National Laboratories** jhwhetz@sandia.gov **Virtual World research interest:** Using automated knowledge capture techniques for acquiring strategy information from collaborative groups working together on a task in this type of environment.	Sheldon Meth **System Planning Corporation** smeth@sysplan.com
Edward Dieterle **SRI International** edward.dieterle@sri.com	Sven Brueckner **TechTeam Government Solutions, Inc.** sven.brueckner@newvectors.net
William Mohr **SRI International** william.mohr@sri.com	Clifford Behrens **Telcordia Technologies, Inc.** cliff@research.telcordia.com **Virtual World research interest:** Cultural modeling and cultural emergence; cognition and learning in polycultural virtual worlds; participatory modeling in agent based environments; model verification and validation; social science epistemology
Michael Stickland **Sandia National Laboratories** mgstick@sandia.gov **Virtual World research interest:** Social dynamics, influence, information cascades, etc.	Dinesh Manocha **University of North Carolina at Chapel Hill** dm@cs.unc.edu **Virtual World research interest:** Crowd Simulation, Physics Simulation, Real-Time Interaction and Rendering, Social Networks, Online virtual worlds
Jacob Crossman **Soar Technology** jcrossman@soartech.com	Dmitri Williams **USC** dmitri.williams@usc.edu **Virtual World research interest:** Social psychology, teams and groups, methodology, large-scale data and metrics, experiments, surveys, economics, identity.
Byron Reeves **Stanford University** reeves@stanford.edu **Virtual World research interest:** Virtual economies; self representation via avatars; social networks	Jan-Michael Frahm **UNC Chapel Hill** jmf@cs.unc.edu **Virtual World research interest:** computer vision, 3D reconstruction of static and dynamic scenes
Dan Fu **Stottler Henke** fu@stottlerhenke.com **Virtual World research interest:** Machine learning, case-based reasoning, link discovery	Victor Lavrenko **University of Edinburgh** vlavrenk@inf.ed.ac.uk **Virtual World research interest:** Analyzing the content of chat messages. Detecting when a group of players are organizing an activity of interest. Inferring the roles of individuals in a group from text messages.

Juliana Brixey
University of Kansas School of Nursing
jbrixey@kumc.edu
Virtual World research interest:
1. working as virtual teams distrubuted across time and distance;
2. creating simulations of real life in second life
3. tagging in second life and the resulting folksonomy

Jaideep Srivastava
University of Minnesota
srivasta@cs.umn.edu
Virtual World research interest:
Interested in all computing aspects, i.e. algorithms, scalability, machine learning, data management, user modeling, etc., of virtual worlds. Presently working on a multi-institutional, multi-disciplinary project with data from a very large scale, commerce

Dick Horst
UserWorks, Inc.
dhorst@userworks.com
Virtual World research interest:
user experience design and measurement, interaction design, user performance measurement, behavioral data analysis, user requirements and needs, usability evaluation, accessibility evaluation, cognitive sciences, human factors engineering

Tom Leydorf
Wave Technologies, Inc
tleydorf@wvtec.com
Virtual World research interest:
The use of virtual worlds for recruitment, secret communication, and attack planning by insurgents, terrorists, and others.